

AMENDMENTS TO THE CLAIMS

Claim amendments and status:

1.- 29. (Canceled)

30. (Currently amended) A stand-alone gaming machine, comprising:
a first video display displaying a first game located on the stand-alone gaming machine;
a second video display displaying pay tables associated with the first game located on the stand-alone gaming machine; and
a third video display displaying artwork associated with the theme of the first game located on the stand-alone gaming machine;
wherein a second game is remotely reconfigurable on the three video displays so that the second game is displayed on the reconfigured first video display, pay tables associated with the second game are displayed on the reconfigured second video display, and artwork associated with the theme of the second game is displayed on the reconfigured third video display.

31. (Original) The gaming machine as recited in claim 30, wherein the video displays are automatically reconfigured in response to a trigger.

32. (Original) The gaming machine, as recited in claim 31, wherein the trigger is a wagered amount.

33. (Original) The gaming machine, as recited in claim 31, wherein the trigger is an identity of a player.

34. (Original) The gaming machine, as recited in claim 31, wherein the trigger is a speed at which a game is played.

35. (Original) The gaming machine as recited in claim 30, wherein the video displays are reconfigurable by a casino.

36. (Original) The gaming machine as recited in claim 30, wherein the video displays are reconfigurable at the request of a player.

37. (Original) The gaming machine as recited in claim 30, wherein the video displays are automatically reconfigured at a predetermined time.

38. (Currently amended) A stand-alone gaming machine, comprising:

a first video display displaying a first game located on the stand-alone gaming machine; and
a second video display displaying information relating to the first game located on the stand-alone gaming machine;

a third video display displaying artwork representing the theme to the first game located on the stand-alone gaming machine;

the stand-alone gaming machine being remotely reconfigurable so that a second game is displayed on the reconfigured first video display, and information relating to the second game is displayed on the reconfigured second video display, and artwork relating to the theme of the second game is displayed on the reconfigured third video display.

39. (Original) The gaming machine as recited in claim 38, wherein the video displays are automatically reconfigured in response to a trigger.

40. (Original) The gaming machine, as recited in claim 39, wherein the trigger is a wagered amount.

41. (Original) The gaming machine, as recited in claim 39, wherein the trigger is an identity of a player.

42. (Original) The gaming machine, as recited in claim 39, wherein the trigger is a speed at which a game is played.

43. (Original) The gaming machine as recited in claim 38, wherein the video displays are reconfigurable by a casino.

44. (Original) The gaming machine as recited in claim 38, wherein the video displays are reconfigurable at the request of a player.

45. (Original) The gaming machine as recited in claim 38, wherein the video displays are automatically reconfigured at a predetermined time.

46.-47. (Canceled)

48. (Currently amended) A method of displaying video content on a stand-alone gaming machine, the video content including a game, paytables associated with the game, and artwork associated with the game, the method comprising:

displaying a first game on a first video display located on the stand-alone gaming machine;

displaying pay tables associated with the first game on a second video display located on the stand-alone gaming machine;

displaying artwork associated with the theme of the first game on a third video display located on the stand-alone gaming machine; and

remotely reconfiguring the video content on the three video displays for a second game so that the second game is displayed on the first video display, pay tables associated with the second game are displayed on the second video display, and artwork associated with the theme of the second game is displayed on the third video display.

49.-59. (Canceled)